INSTRUCTION SUPPLEMENT- DISPATCHER

1. You may have as many trains in a tower plant at one time as there are tracks, so long as the moves are not conflicting.
2. If a delay is caused one Dispatcher because of the error of the opposing Dispatcher, the Dispatcher causing the delay is penalized. For example, if EasDis has blocked his trackage at PA, WesDis is not penalized for trains held because of this blockage—the demerits are charged to EasDis.
3. The Helpers have one too many arrows—and our collective faces are red!
4. There is no way by which a train can make up lost time, nor is there ever more than one set of demerit points earned for a single delay.
5. If a train is directed to a destination by a route other than that specified (by error or choice), one full set of demerit points is earned for the re-routing.
6. Trains moving with Helpers move their usual sections per hour—there is no change.
7. You may run Helpers "through" to avoid congestion at SU without penalty.
8. You must stop to "hookon" and stop to "drop" a Helper. Two full stops are required.
9. The tower plant areas in the game are assumed to be the distance between home signals—not approach signals. Consequently, switching within a tower plant is not possible. Helpers may "switch move" in tower plant areas.
10. Many players have asked for order-of-movement suggestions. This is very difficult to answer because much depends upon the exact situation. In a "spread-out" situation, a left-to-right action is usually best. When trains are in groups, it is usually better to move them by groups.
11. It is absolutely impossible to play DISPATCHER without incurring demerits.
12. You turn up one situation card at the beginning of each Complete Turn—both players obey the situation outlined.
13. You move. That is a Turn. Your opponent moves. That is also a Turn. Together, these two Turns are called a Complete Turn and measured in the game as the passage of one hour.
14. Under no conditions may any train be moved more than once during a Complete Turn. Depending upon which Dispatcher moves first during a given Complete Turn, there is possibility that First and/or Second Class trains passing the Division boundary might get ahead of time if this rule is not observed.

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